

# SKILL ACQUISITION PHASE

## Running with the ball Model Session 1

### 1. Skill introduction

All players running with a ball freely in a grid of approximately 30m x 30m to warm up.

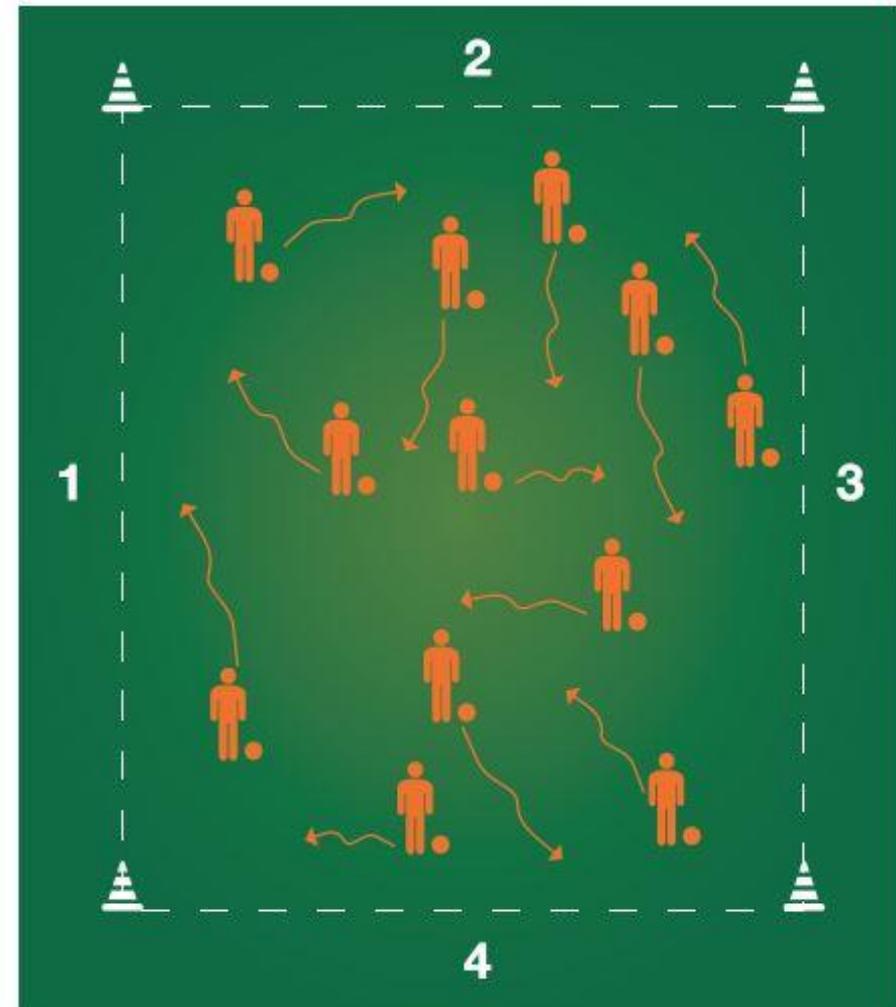
First 2-3 minutes: "low speed/intensity", "use both feet".

Next 2-3 minutes: "accelerate when you see a free space in front of you; now only use your right/left foot".

Now split the players into 4 groups and number them 1 to 4 placing them on all 4 sides. When the coach calls a number, these players run with the ball as quickly as they can across the area and back (opposite group will need to move back to give the others room to turn!).

Now 2 groups at the same time: "take care; vision; if necessary slow down and then accelerate again".

**Look out for collisions!**



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### Concluding Competition

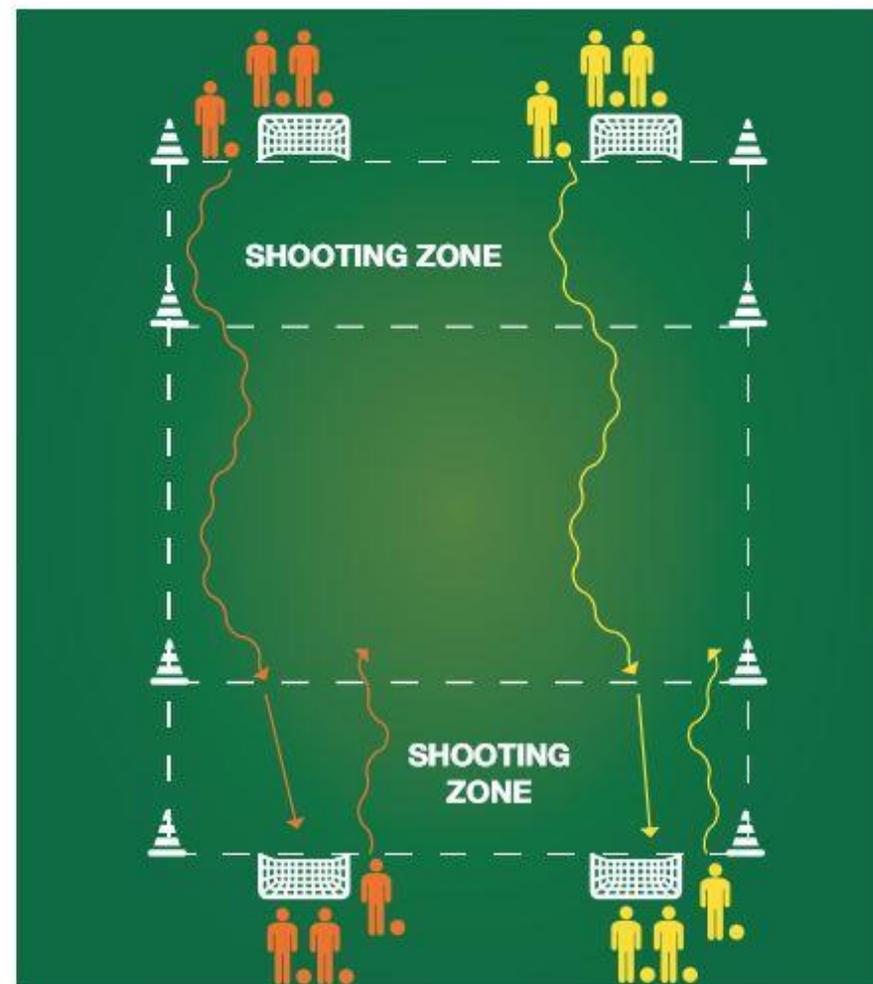
Relay. Grid: 30m x 20m; 4 small goals and a 5m-7m shooting line at each end.  
Two equal teams (orange and yellow) positioned as shown in a 30m x 20m grid;  
each player with a ball;

On the coach's signal the first player from each team start running with the ball to the opposite goal. When they enter the shooting zone they pass/shoot the ball into the empty goal. As soon as the ball passes the goal line the next player can start running with the ball in the opposite direction.

If the ball DOES NOT go into the goal the player who took the shot MUST go and touch the player waiting to run with the ball before they can start.

Which team can complete one full sequence first?

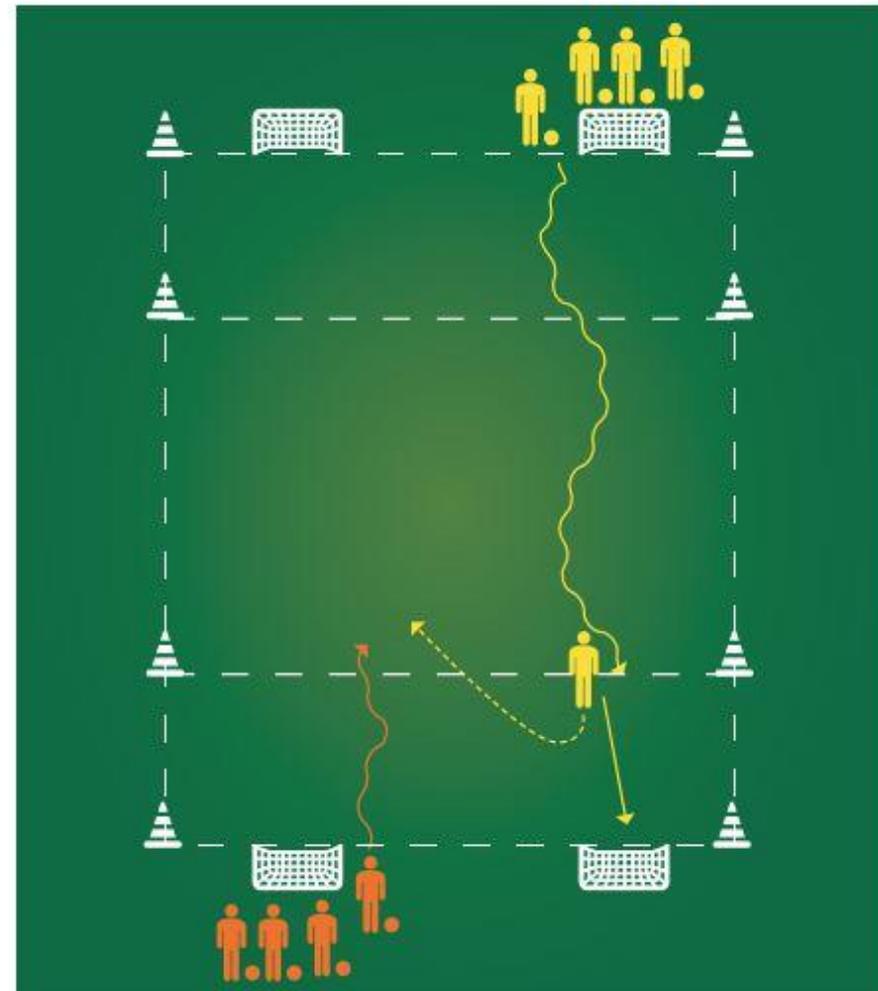
- Use right foot only
- Use left foot only
- Each player runs twice (first time right foot, second time with left)



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### 2. Skill training component

- A grid of 30m x 20m; 4 small goals and a 5m-7m shooting line at each end
- Evenly split teams positioned as shown
- Minimum 4, maximum 8 players per grid; if the group is bigger then make two grids
- The exercise starts with the first player of the yellow team running with the ball to the opposite side and shooting the ball into the goal. They can only shoot once they have crossed the line into the shooting zone
- As soon as the yellow player shoots at goal, the first orange player starts running with the ball to the opposite side
- As soon as the yellow player has had their shot at goal, they turn and chase the orange player to try and catch up with them and prevent them from scoring
- Count the goals! Which team scores the most goals?.



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### Possible Coaches Remarks:

"Push the ball forward every 3-4 steps"  
"run as fast as you can but keep the ball under control"  
"If the defender catches up with you, this is what you can do" (**demonstrate!**)

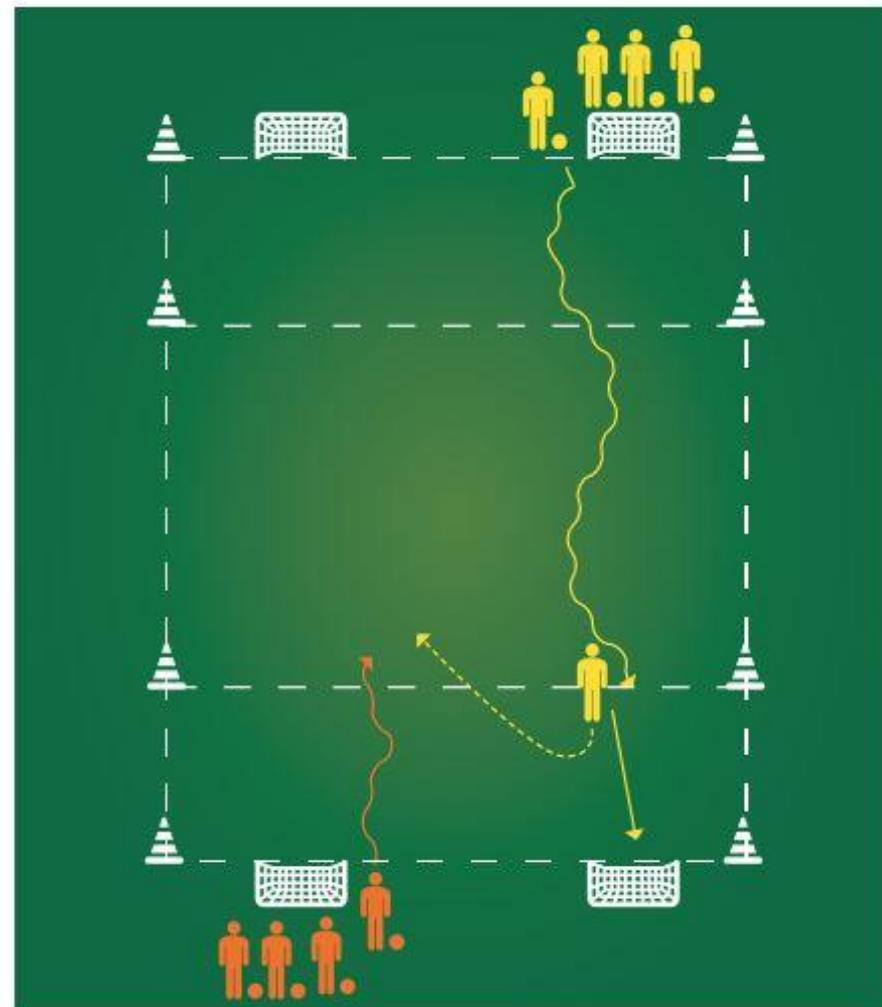
- Feint to turn and accelerate again
- Feint to stop and accelerate again
- Cut off the defenders line by crossing in front of them
- Take on the defender 1 v 1 if they manage to get in front of you (scoring in both goals is allowed!)

### Step up:

- Narrow the distance between the two goals on the byline

### Step down:

- The chaser just races against the runner to beat him to the shooting line.  
If the chaser reaches the shooting line first, the runner cannot shoot and score anymore



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### 3. Skill game

4 v 4 line football

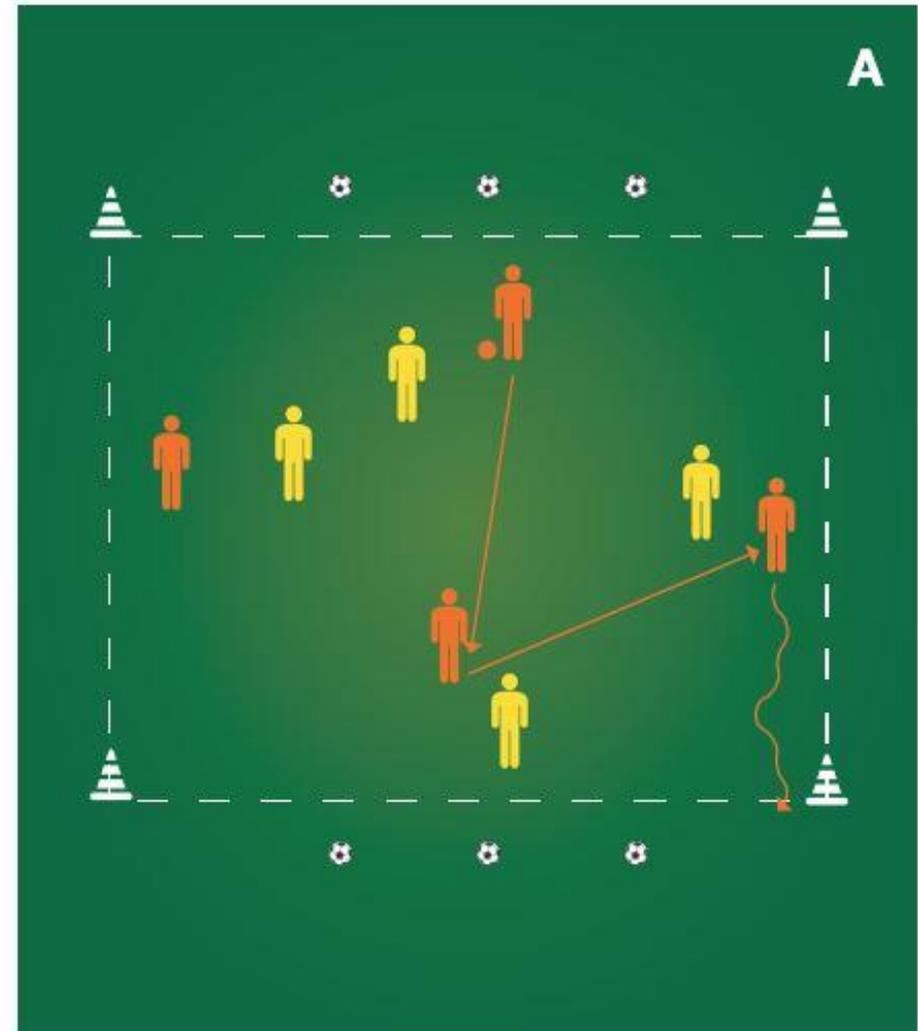
Grid size approximately 30m wide by 20m long (pitch shape is short but wide)

#### Explanation of the game:

4 v 4 small sided game; to score a goal a player must run with the ball across the opponent's by-line (see diagram A).

#### Possible Coaches Remarks:

- "Spread out; use the width of the grid"
- "We must have a centre forward and 2 wingers"
- "run with the ball whenever you see space in front of you"
- "don't be afraid to take on opponents"
- "when a defender is chasing you use the feints you learned earlier"



## Running with the ball Model Session 1

Assess how the game goes: do all players run with the ball regularly and are goals being scored? If the answer is no, make it easier:

- Make the pitch wider
- Add a neutral player ("joker") who always plays with the team that has the ball (numerical advantage of 1 player; see diagram B)
- If still too difficult: bigger numerical advantage (2 jokers)

### If too easy:

- Make the field more narrow
- Scoring zones rather than the whole line

